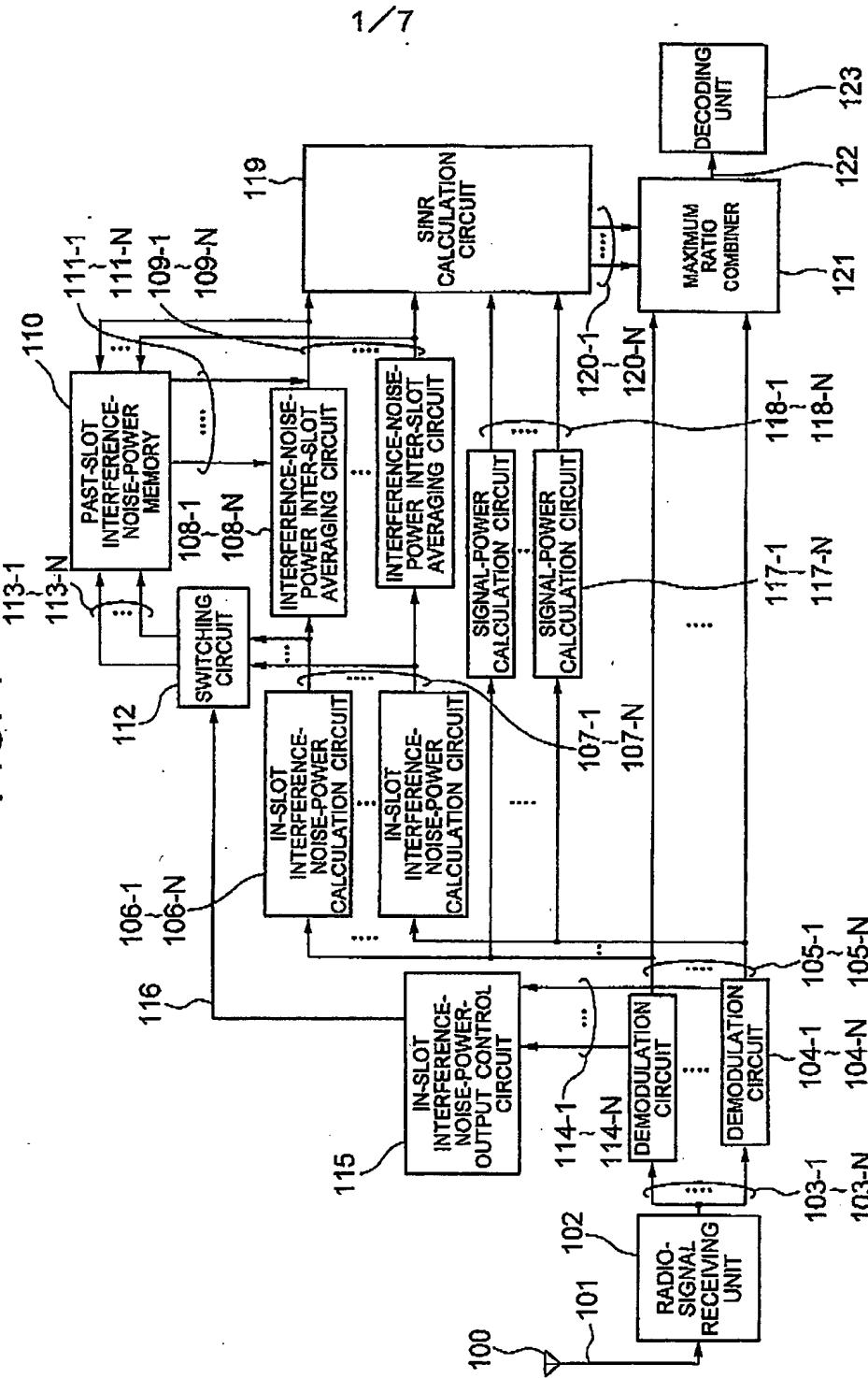


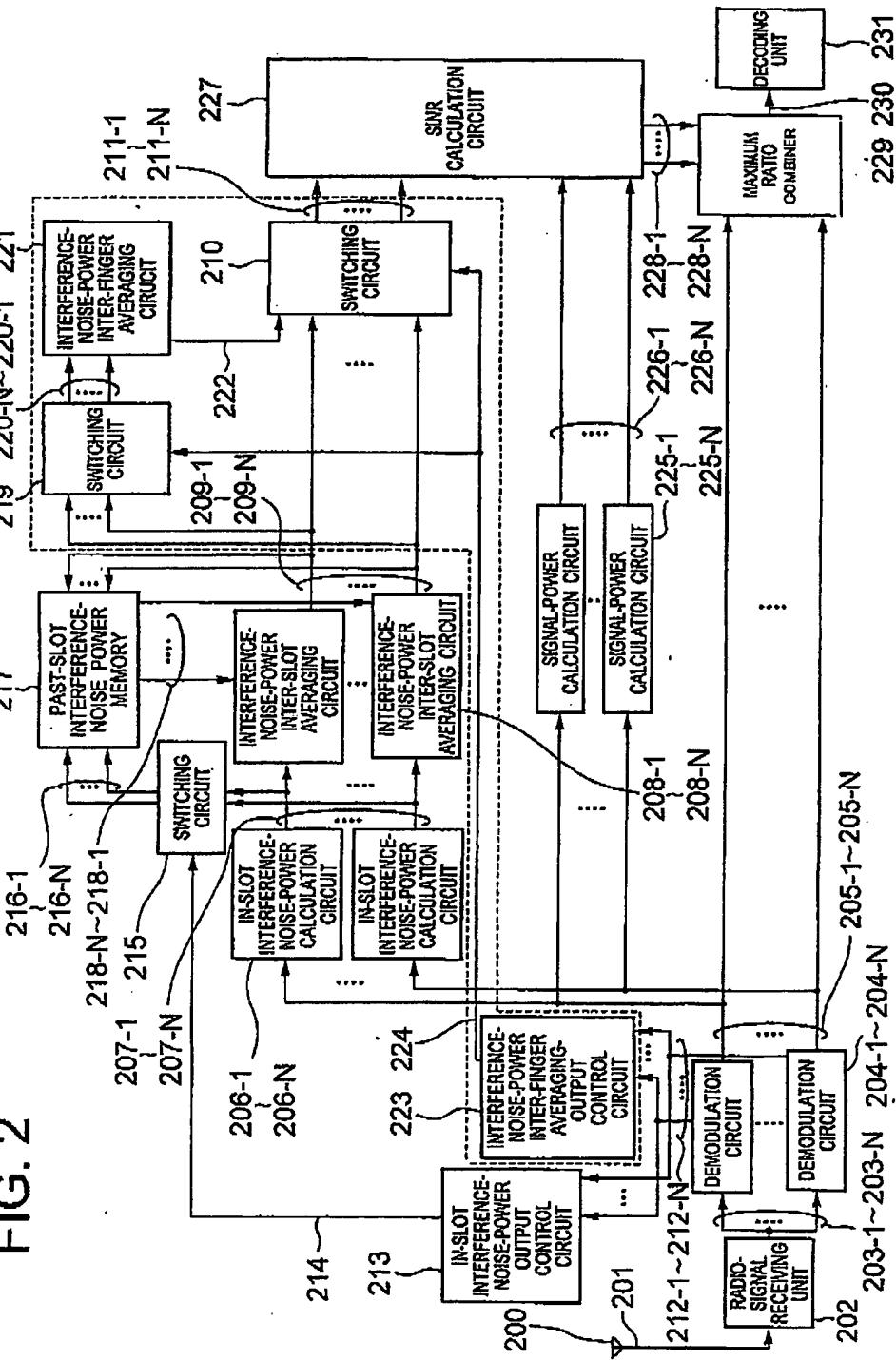
1
FIG.



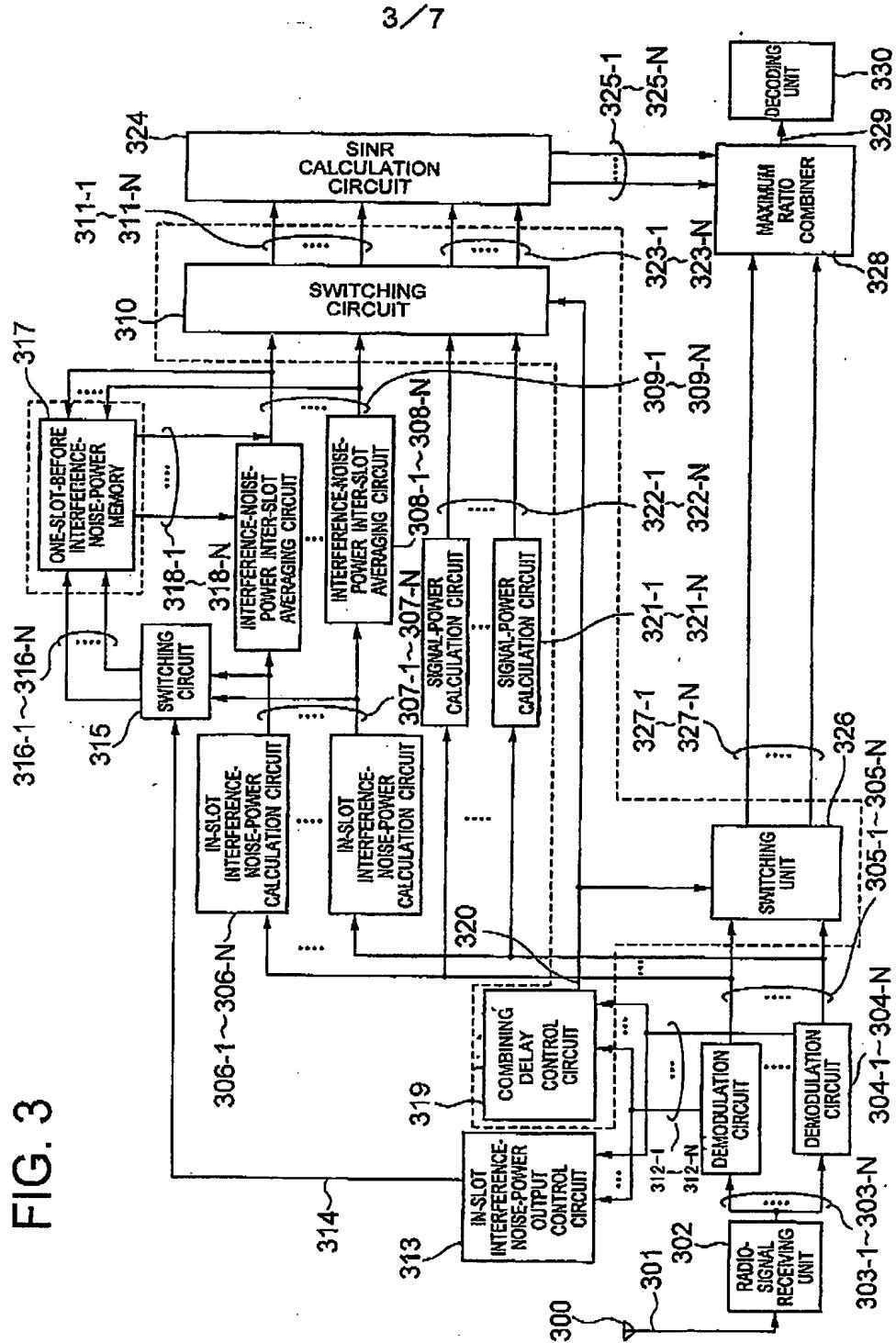
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FIG. 2



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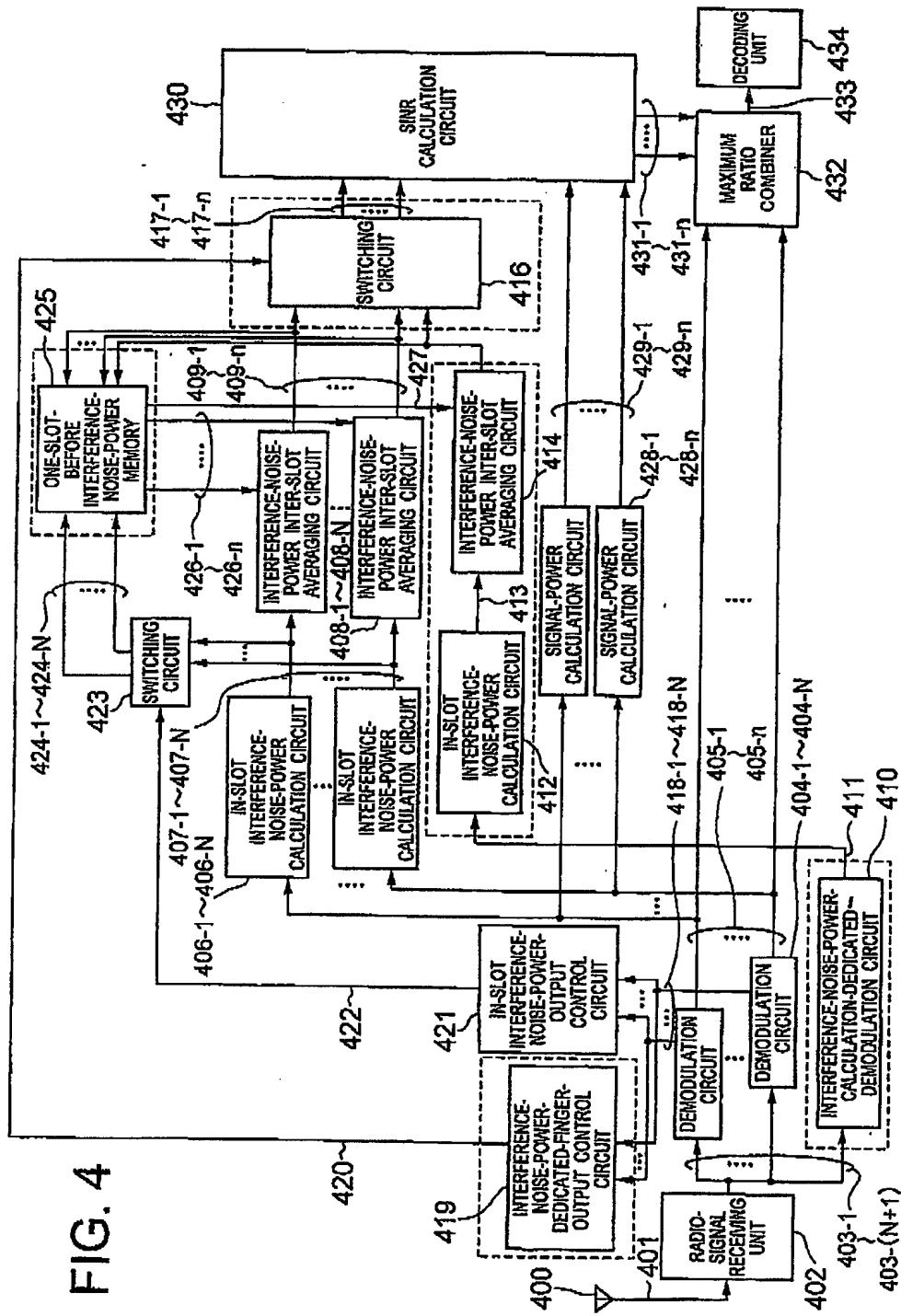


FIG. 4

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FIG. 5

SLOT NUMBER	ESTIMATED VALUE FOR IN-SLOT INTERFERENCE NOISE POWER	FINGER STATE
SLOT M-3	NO INTERFERENCE NOISE POWER	
SLOT M-2	NO INTERFERENCE NOISE POWER	INVALID STATE
SLOT M-1	NO INTERFERENCE NOISE POWER	
SLOT M	INTERFERENCE NOISE POWER=10	
SLOT M+1	INTERFERENCE NOISE POWER=12	VALID STATE
SLOT M+2	INTERFERENCE NOISE POWER=15	

FIG. 6

SLOT NUMBER	INTERFERENCE NOISE POWER ESTIMATED VALUE	FINGER STATE
SLOT M-18	INTERFERENCE NOISE POWER=11	
SLOT M-17	INTERFERENCE NOISE POWER=13	VALID STATE
SLOT M-16	NO INTERFERENCE NOISE POWER	
	⋮	
SLOT M-1	NO INTERFERENCE NOISE POWER	INVALID STATE
SLOT M	INTERFERENCE NOISE POWER=10	
SLOT M+1	INTERFERENCE NOISE POWER=12	VALID STATE
SLOT M+2	INTERFERENCE NOISE POWER=15	

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FIG. 7

SLOT NUMBER	ESTIMATED VALUE FOR INTERFERENCE NOISE POWER FOR FINGER NUMBER 1		ESTIMATED VALUE FOR INTERFERENCE NOISE POWER FOR FINGER NUMBER 2		ESTIMATED VALUE FOR INTERFERENCE NOISE POWER FOR FINGER NUMBER 3	
	INTERFERENCE NOISE POWER=12	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=10	INTERFERENCE NOISE POWER=16	INTERFERENCE NOISE POWER=12
SLOT M-3	INTERFERENCE NOISE POWER=12	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=10	INTERFERENCE NOISE POWER=16	INTERFERENCE NOISE POWER=12
SLOT M-2	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=12	INTERFERENCE NOISE POWER=13	INTERFERENCE NOISE POWER=13
SLOT M-1	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=13	INTERFERENCE NOISE POWER=13	INTERFERENCE NOISE POWER=13
SLOT M	INTERFERENCE NOISE POWER=10	INTERFERENCE NOISE POWER=12	INTERFERENCE NOISE POWER=12	INTERFERENCE NOISE POWER=13	INTERFERENCE NOISE POWER=14	INTERFERENCE NOISE POWER=10
SLOT M+1	INTERFERENCE NOISE POWER=12	INTERFERENCE NOISE POWER=12	INTERFERENCE NOISE POWER=13	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=10
SLOT M+2	INTERFERENCE NOISE POWER=15	INTERFERENCE NOISE POWER=15	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=10	INTERFERENCE NOISE POWER=10

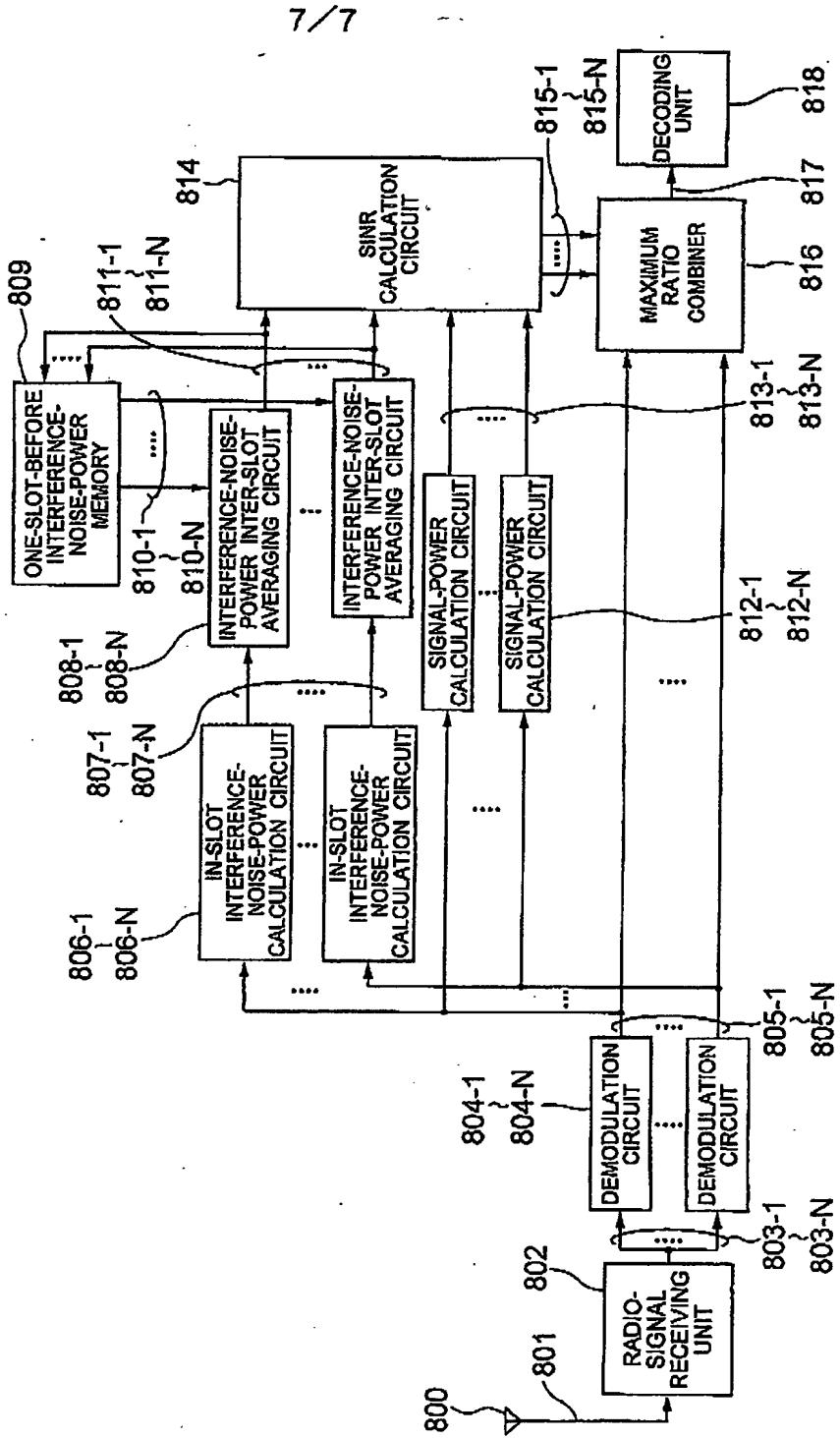
FINGER STATE

INVALID STATE

VALID STATE

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FIG. 8
PRIOR ART



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